

ANALYSIS OF TRAINING COMPUTER ANIMATION AT THE INTERNATIONAL LEVEL AND ITS APPLICATION IN UZBEKISTAN

Bakieva Zuhra Rakhmatullaevna

Doctoral student, Tashkent State Pedagogical University named after Nizami, **UZBEKISTAN**

ABSTRACT

This article is about global training and analysis of computer animation, and also provides information on the situation in Uzbekistan and the need to train qualified personnel based on international experience.

Keywords: Cartoon, animation, computer animation, animator, 3D program, 2D program, technology, creativity, innovation, rendering.

INTRODUCTION

Internationally, computer technology is becoming one of the fastest growing industries. The International Association of Cinematographers (ASIFA) is an international non-profit organization dedicated to the development of animation. seeks to support the arts through the promotion, training, collaboration and assistance of others "to determine the extent to which all aspects of human activity are widely used by modern information technology. and how these technologies play a role in increasing productivity in society. Considering the fact that Uzbekistan must be competitive at the world level in the field of science, intellectual potential, high technologies, with the help of a computer, with the help of a computer, "an animator with a computer, mentally retarded" is a task that cannot improve his knowledge

It was noted that the only goal of all this is that Uzbekistan should be competitive at the world level in the field of science, intellectual potential, modern personnel, high technologies. The development of creativity and innovative thinking was recognized as an important indicator. This created the need to improve the pedagogical skills of future teachers in accordance with the requirements of the globalization process.

Cartoons are picturesque and voluminous, each of which is further divided into drawing, silhouette, doll and bas-relief. Recently, computer animation has also become more common. Cartoons were built before the invention of cinematography.

Animation or cartoon is a form of synthetic art that uses a series of "... specially created and animated on the screen" series of films, painted, beautiful or three-dimensional puppet images. The projection of these images onto the screen at 24 frames per second creates the illusion of movement, a character animation effect. Drawn, maybe a shadow (silhouette).

From animation (lat. "Anima" - soul) - animate or animation is a technology that allows you to create the illusion of movement from inanimate, motionless objects. The most popular form of animation is a series of hand-drawn pictures. In Russia, animation has long been called animation (literally - "reproduction"), and in the English-speaking world "cartoons" - cartoons or "cartoons" - are known as cartoons, but recently referred to under the general term "animation".

Material and methods

The role of computer animation in the life of society, the socio-pedagogical role of computer animation in the life of society, the role of computer animation in the life of society, the social and pedagogical problems of teaching and developing cartoons in our country M. Makhmudov, M. Mirzamukhamedova, D. Vlasov, S. Muratkhodzhaeva and others, as well as the training of animators and animators N. Tulakhkhodzhaev, K. Kamalova, M. Boimukhamedov, A. Mukhamedov, S. Sylka and others.

Russian scientists L.V.Kurilo, V.S. Plotnikova, N.P. Petrova, I.I.Shulga, F.S. Shitruk, F.N. Lavrov, E.B. Mambekov, A.V. Dmitrieva, T.V.Dedurina, G.S.Zyun, S.V. Radosteva, E.A. Popov created animation and computer animation, in particular, the study of the role of animation in society and its aspects.

Foreign scientists J. M. Blaine, R. Labour, S. M. Chadwell, L. Vuorenvirta, B. Polmüller and others have identified the need for introduction.

Although the first animated film in the world of animation was shot using drawing technology, it appeared in Uzbekistan in 1965 in the twentieth century using puppet technology. Also by the 1990s, with the advent of new technologies, interest in art began to grow again. Prior to this, the technology was based on puppetry, painting and paving, as well as computer technology (2D). This technology is implemented directly using the capabilities of a computer. Many computer graphics programs such as Adobe Flash, Adobe After Effects, Adobe Photoshop, Toonz, Toon Bum Studio, Anime Studio, 2D, 3D are useful in this regard.

RESULT AND DISCUSSION

Analyzing the creation and study of the creation of cartoons, the education system in foreign countries, starting with preschool institutions in the USA, England, Norway, Korea, Switzerland, Canada, Russia and other developed countries, is organized in the form of circles. To enhance the creative and creative abilities of children in preschool educational institutions, drawing circles are organized. older children were involved. They are scheduled for 1 hour per week as planned to fully master 3-year topics. It will increase children's self-confidence and ability.

In secondary specialized education, computer animation is taught using special motivational programs, and students are taught how to create animation. For example, in the Russian city of the Balkans for 1-4 grades "I am learning to create a project" Extracurricular activities, at the children's school in the Russian city of Svirsk for additional training "MultArt" for 5 years, 5 hours a week for 11-17, among senior schoolchildren there will be types of cartoons and the stages of their creation.

There are separate colleges and universities for computer animation in high school. For example, Drexel University, Becker College, Champlain College, Animation Mentor, etc. In the United States, Butnemouth University in the UK, Royal College of Art, etc., Sheridian College in Canada, Senegalese College, Vancouver Film School in Hong Kong, etc. and College of Design, Gobeling, France, Konstfack, Sweden, Campus i12, Animationsakademien, Norwegian trader Fagskoler, University of Turku, Northern University and New York, Florida, Pennsylvania and other states, as well as Russia and many CIS countries. There are higher education institutions dedicated to teaching this.

These are mainly 3D textures, visual effects, sound processing, computer animation programs, scenery, pictures, sketches, 3D animation, various approaches to animation, pause in the continuation, software, rendering, animation, animation, television and film etc. If we analyze these universities, we have complete skills and competencies in computer animation and animation. They have internships at Pixar, Disney, Nickelodeon, Cartoon Network and other major companies. They study at universities with renowned animation artists, animators and teachers.

Centennial College, Humber College, Sheridan College, etc. In Canada, Full Sail University, New York Film Academy, University of Kansas, University of Central Florida in the USA, De Montfort University, SAE Institute, University of Edinburgh and others in the United Kingdom. There are also online courses organized by many educational institutions.

After receiving higher education, foreign countries have made great progress in the field of retraining and advanced training, as well as in other areas of education. However, it still lags far behind foreign countries. Preschool education, secondary special education hours, extracurricular activities, clubs not organized, secondary specialized education at the college level Training of film and television artists Film and television designer, head of the visual arts circle. This is limited by the fact that the computer animation, partially omitted, does not give out the representative in the special field.

In the system of higher education in Uzbekistan, the Tashkent State Pedagogical University named after Nizami, the National Institute of Art and Design named after Kamoliddin Bekhzod and the Institute of Culture and Arts have opened a bachelor's degree. At the master's level, he prepares a specialist at the Tashkent State University of Information Technologies named after al-Khorezmi.

However, as a system of additional education in the field of animation in Uzbekistan, the state unitary enterprise "Cartoon Studio" under the agency of the limited liability company "Animation Studio Astir", "Popular science and documentary film studio of the Republic of Uzbekistan", "Many animation studios, such as Cinema Service and Futurist studio work efficiently.

Of course, in order to overcome these problems, an important role in solving this problem is played by the organization of specialties based on foreign experience, its training based on foreign experience, establishing partnerships with them, sending trainees to companies.

Access to modern 3D computer animation programs Maya, Amine Studio, CartoonMaker, Antechinus Animator Professional, Aurora 3D Animation Maker, ANIMO 6, Toon Bum Studio and many more. It is necessary to achieve the development of human resources.

CONCLUSION

In my opinion, teaching computer animation can become the basis for a creative and innovative approach to each person, the development and growth of this field. To this end, training on the basis of international experience in teaching computer animation in accordance with international standards will lead to the emergence of another promising representative of the future of our country.

Large-scale reforms carried out in our country have allowed our youth to actively communicate with their peers abroad in the fields of science, culture, entrepreneurship, sports and other fields in order to realize their potential. I hope so.

REFERENCES

1. "International Film Films Association" (ASIFA) - 2 goals of an international non-profit organization dedicated to the development of animation <http://asifa.net/what-we-do>
2. Cinema: an encyclopedic dictionary. M. Publishing house "Soviet Encyclopedia", 1986, 281 pages
3. E.V. Popov Animated work: typology and evolution of figurative means of the candidate of art history. St. Petersburg 2011 181 p. 6-p.
4. M.Mirzamuhamedova "Animated cinema of Uzbekistan" Monograph. "Art" 2016 100 p.
5. N.G. Krivulya "The evolution of art models in the development of world animatographies" 17.00.03. Moscow 2009 227 pp.
6. Gu Qijun Chinese animation school: the origins of originality and artistic specificity. Specialty 17.00.03 - "Cinema, TV and other screen arts" ABSTRACT. dissertation for the degree of candidate of art history. Moscow 2017.28-p.
7. A.V. Dmitrieva Pedagogical conditions for the functioning of social and cultural animation in the process of educating collectivism in children and adolescents: a technological approach. 13.00.05. Cand. pedagogical sciences. Abstract. P. 28 p. 16-p. Dec 2019